This script is for part 1 of project 1 only.

Version: 0.97

Starting server at port 41703

Starting clients: 0 1

Testing client 0 : login mario PASS

Testing client 0 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : login mario PASS

Testing client 1 of server reply PASS

Testing client 1 : move east PASS

Testing client 1 of server reply PASS

Testing client 1 : login peach PASS

Testing client 1 of server reply PASS

Testing client 1 of server reply PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : move east PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : login peach PASS

Testing client 1 of server reply PASS

Testing client 1 : move east PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : move north PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : login peach PASS

Testing client 1 of server reply PASS

Testing client 1 : attack mario PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : speak I come for peace! PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : move south PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : attack mario PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : move west PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : move west PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : attack peach PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : speak this is a very long long long long message, but still shorter than 256 bytes. PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : speak 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 X PASS

Testing client 1 of server reply FAIL

Expect: peach: 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 X

But get:

Testing client 0 of server reply FAIL

Expect: peach: 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 X

But get:

Testing client 0 : logout Client 0 has exited. Try next test case.

Testing client 1 : logout Client 1 has exited. Try next test case.

Your client only passes 18 of 20 command test cases, and 32 of 35 server reply tests.

Now testing exception handling.

Testing connect failure: FAIL

Expect: The gate to the tiny world of warcraft is not ready.

But get:

Testing server disconnect: FAIL Client didn't exit after connect failure

Testing malformed packet case: an invalid version: FAIL

Expect: Meteor is striking the world.

But get:

Testing malformed packet case: a truncated last packet: PASS

Testing malformed packet case: a packet not 4byte aligned: FAIL

Expect: Meteor is striking the world.

But get:

Testing malformed packet case: an invalid player name: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid speak message: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid location: FAIL

Expect: Meteor is striking the world.

But get:

npass: 18

rpass: 32

fpass: 1

Points: 75.2